SPACE ARMADA™

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3759-4289

MATTEL ELECTRONICS®

INTELLIVISION™ Intelligent Television

MATTEL ELECTRONICS

CARTRIDGE INSTRUCTIONS

SPACE ARMADA™

(FOR 1 PLAYER)

(FOR COLOR TV VIEWING ONLY)

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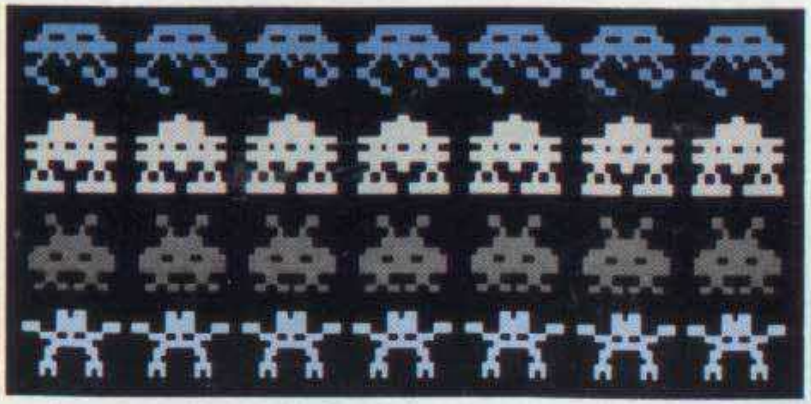
PRINTED IN HONG KONG.



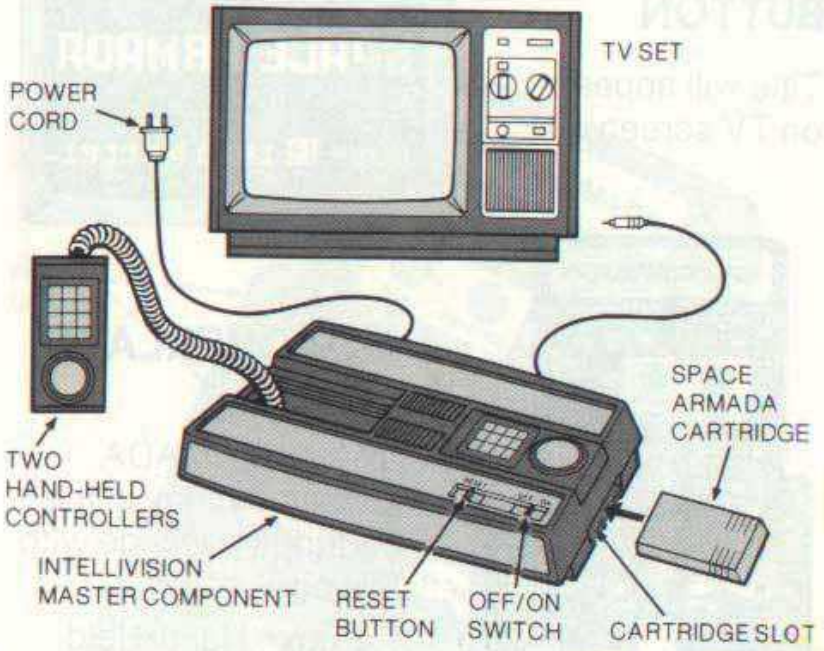
SPACE ARMADA™

Start the game and HERE THEY COME—4 rows of menacing monsters—an armada of trouble! You begin with 6 laser guns and 3 bunkers. The descending targets drop bombs on you and your bunkers. Hit the elusive red flying saucer for big points and some damage repair! Every time you clear the screen of targets, the challenge gets tougher—more bombs, guided missiles, and many, many surprises! Fire away!

OBJECT OF THE GAME

Score as many points as possible by shooting descending Space Armada targets, before any of them "land". Each time a screenful of targets is cleared a new Armada appears with higher point values...and sometimes new offensive weapons.

CHECK YOUR EQUIPMENT

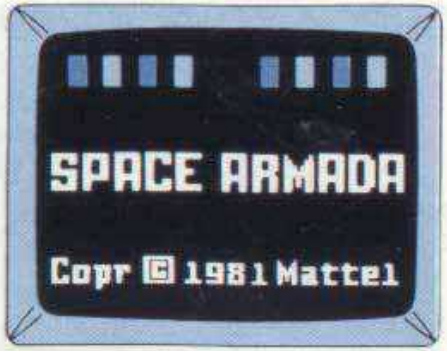


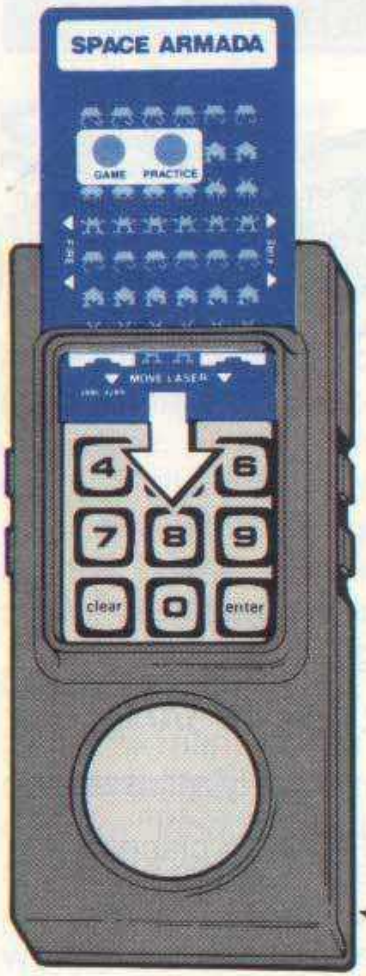
MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV SET is plugged in and properly adjusted.
- SPACE ARMADA CARTRIDGE is placed in slot, firmly engaged.
- OFF/ON SWITCH is turned ON.

PRESS RESET BUTTON

Title will appear on TV screen:





HAND-HELD CONTROLLER

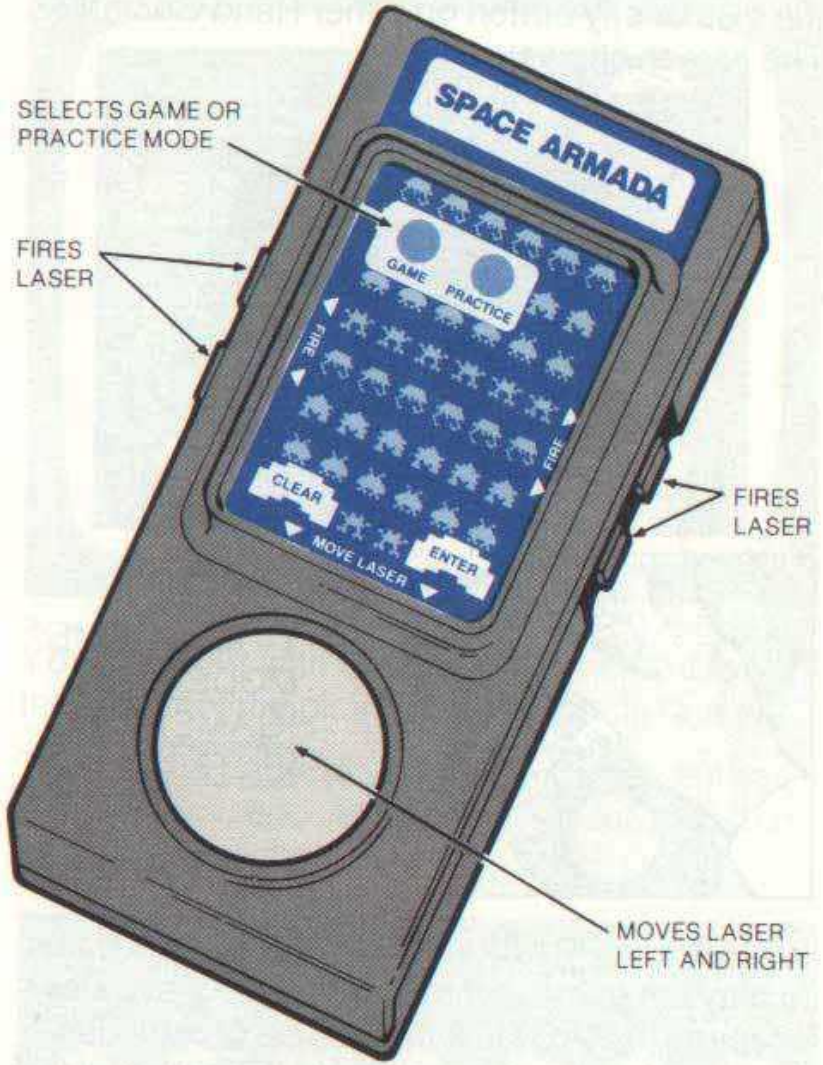
ADD OVERLAYS

Find the SPACE ARMADA keypad overlay in the cartridge package with this booklet.

Remove Hand-Held Controller from the console.

Insert overlay into the Hand Controller. Make sure the overlay fits tight and is all the way in. The overlay will be your visual guide in the SPACE ARMADA game.

EXAMINE YOUR CONTROLS



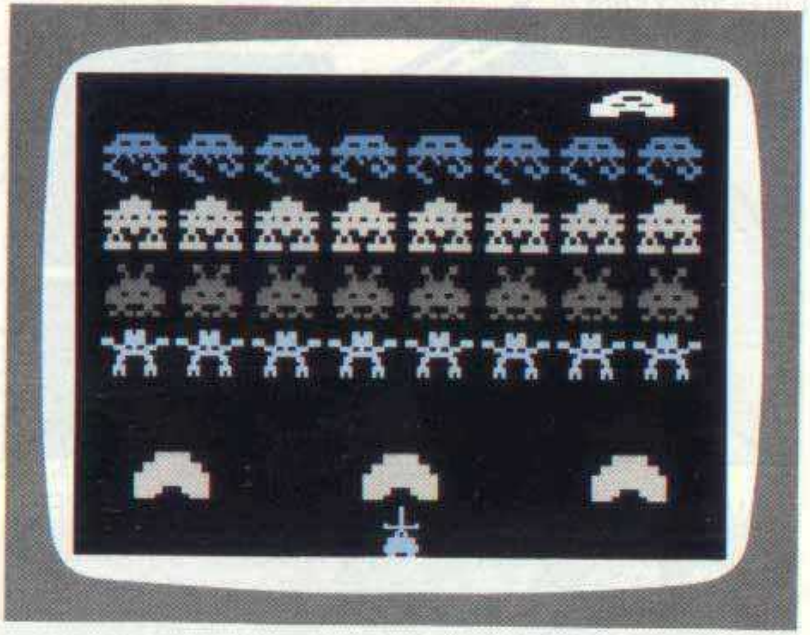
GET READY!

When you see the Space Armada™ title, press the disc or any button on either Hand Controller. The screen shows:

To start GAME MODE, press GAME, then ENTER.

If you select PRACTICE MODE, you will be able to play the game at the beginning, but at a slower speed. (PRACTICE MODE has greater usefulness when you have cleared the screen a few times and want to get a "replay" of a more difficult target situation — see page 11).

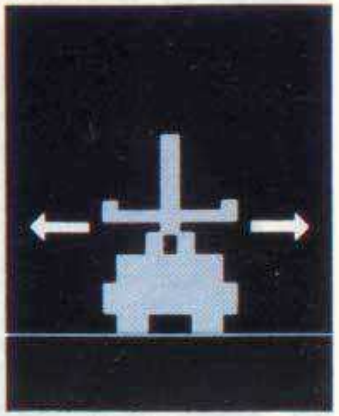
At the beginning of the game, you have 32 moving targets, arranged in four rows, like this:



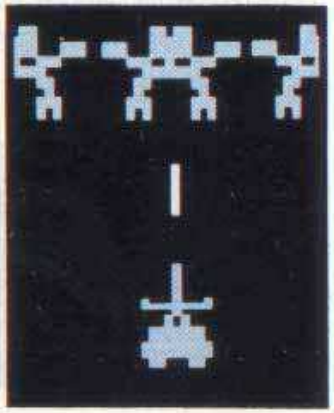
You also start with 6 laser guns, one visible in the center of the picture and 5 more in reserve.

The targets move left and right and the entire Armada descends every time any target reaches either side of the screen.

TO HIT A TARGET: Move your laser gun left or right by pressing the left or right half of the Direction Disc...



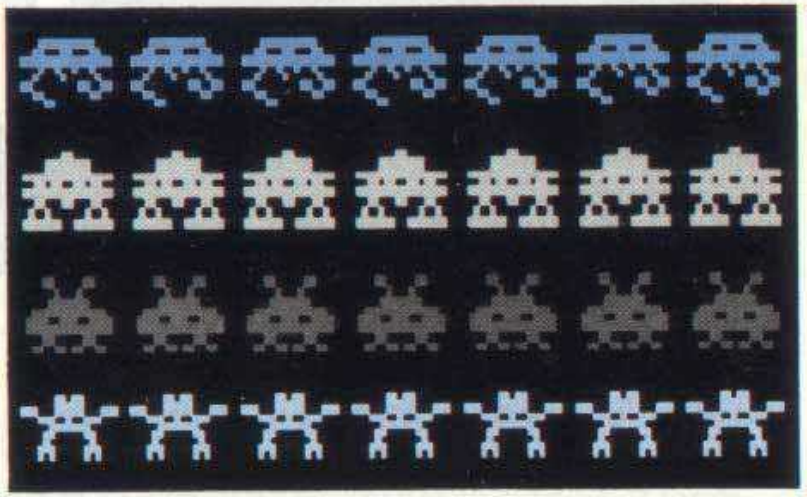
NOW—when you're clear of the bunkers, FIRE by pressing any button on the sides of the Hand Controller. You have unlimited "ammunition"—BUT you can only shoot fast enough to have one laser round on the screen at a time—so MAKE YOUR SHOTS COUNT!



THE ARMADA ATTACKS!

The first Armada attack is with white bombs that wiggle as they fall. They come down slowly enough so that you can move away before your laser gun is hit. (If you lose all your guns the game is over.)

If you win that battle by clearing all 32 targets from the screen before any of them reach the ground, you get another Armada. Every time a bomb hits one of your bunkers, it chips a piece away, and in your second battle your bunker protection will be reduced.

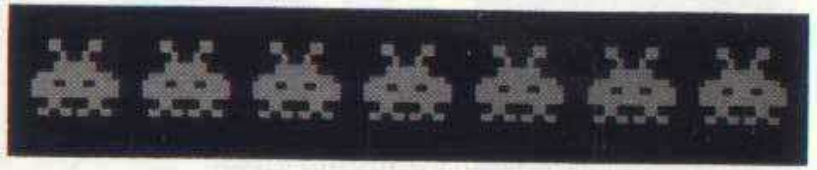


By the third battle, a new kind of bomb will start to fall. It's longer than the first kind, and brown. It explodes when it lands, and even a near miss will take out one of your laser guns.

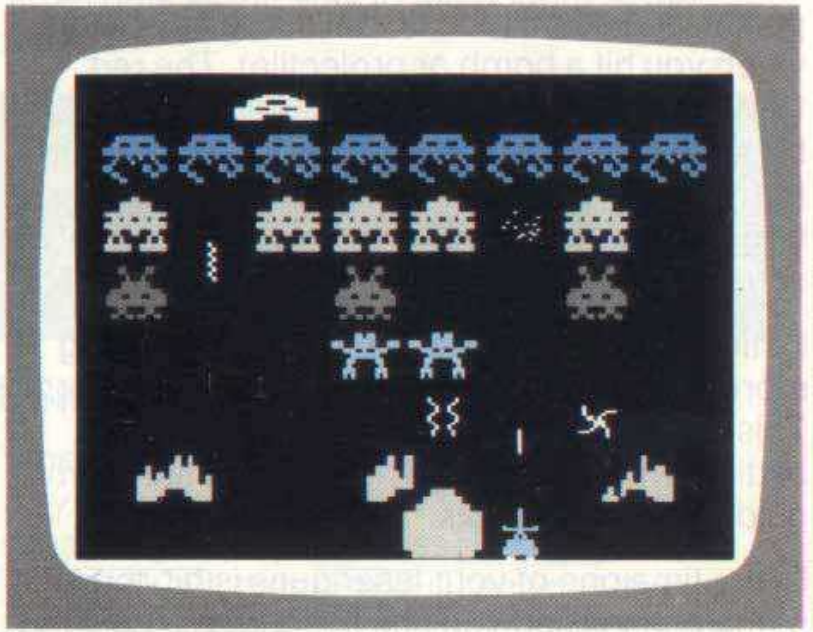
After a hit, the game pauses briefly. When it restarts, one of your reserve guns appears and you can resume firing. Normally, your replacement gun appears in the center. However, if you want it to be located at the left or right, press that side of the Disc during the pause.

If you keep on clearing the screen, the targets start moving faster, and new forms of attack take place. There are "guided missiles" — pulsing violet projectiles that will fall to earth and move horizontally to blow up your gun, unless they hit one of your bunkers.

If you fire your laser when you're directly underneath one of these missiles or brown bombs, you can blow them up in midair — with a direct hit.



Later on, if you keep clearing the screen, the Armada attack gets more and more challenging, and introduces some surprises that will always make the game interesting!



SOME OF THE ARMADA'S ATTACK ORDNANCE.

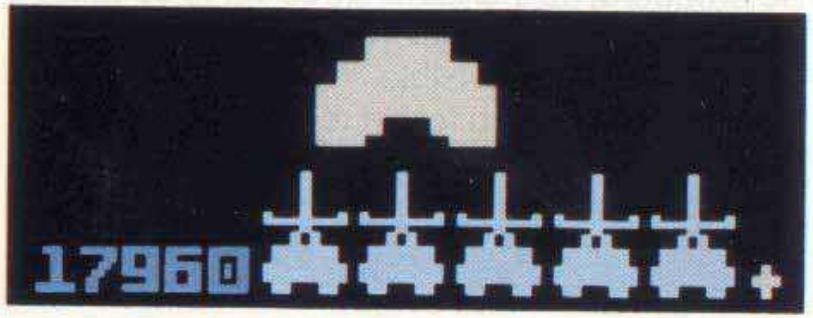
Be prepared, as the game goes on, to confront a variety of battle situations, including targets that can become invisible. You must shoot them anyway! If you forget to hit any of them, they will reappear when they land, and the game will be over.

SCORING

Every screenful of targets is worth more than the preceding Armada. The first set of targets are worth 10 points each; the second set are 20 points, and so on (you do not score any points when you hit a bomb or projectile). The red flying saucer at the top of the screen gives you bonus points when you hit it...a random number from 1 to 32, times the current value of each target. So, hitting the flying saucer in the fifth screen could give you over 1,500 points!

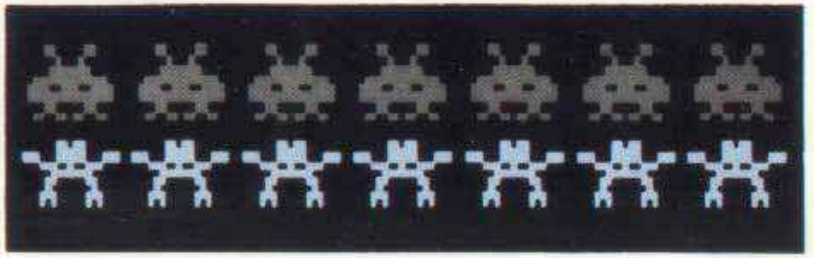
Hitting the flying saucer gives you something more—repair of your most-damaged bunker. This is especially important during the later battles, when you **really** need protection from guided missile attacks.

Every time one of your laser guns is hit, the game pauses and you see the current score, as well as a count of your guns in reserve (a "+" means you have more reserve lasers than are shown)...



You also get a score update when you finish clearing the screen of targets.

The game is over, and your final score shown, when you lose all your laser guns, or when any target gets all the way to the bottom of the screen.



USING THE PRACTICE MODE

When the game is over, you can have a replay of the last screenful of targets and battle situation you played. Press [ENTER], then [PRACTICE], then [ENTER] again. All your bunkers will be restored and you will have 6 laser guns. The situation will be at a slightly slower speed than it was during the regular game, so you can refine your strategy and improve your playing skill. This particular screen will be presented repeatedly, unless you lose all your guns or allow one of the targets to land.

If you select Practice Mode at the beginning of the game, you'll get the first screen at a slower-than-normal speed.

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